

### ABSTRACT OF THE DISCLOSURE

5 A multiplayer electronic entertainment system with a central  
simulator style device surrounded by a plurality of video game  
style devices. The simulator style device has a two-player cab with  
collimated visual displays. The two-player cab is mounted on a  
hydraulic motion base. Each video game style device is fixed and  
has a direct view cathode ray tube display. All game devices are  
interconnected via an Ethernet switch, so that each participant is  
visible to the others in the electronic imagery that is created on  
10 the game devices.